

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	1210	712/16,17,20,28,32.ccls.	US-PGPUB; USPAT	OR	ON	2009/05/06 11:26
L2	5696	718/100,102,104.ccls.	US-PGPUB; USPAT	OR	ON	2009/05/06 11:26
L3	6838	I1 or I2	US-PGPUB; USPAT	OR	ON	2009/05/06 11:26
L4	21815	(determin\$3 estimat\$3) near4 (processing signal\$3) near3 (type sound video)	US-PGPUB; USPAT	OR	ON	2009/05/06 11:27
L5	88	I4 and I3	US-PGPUB; USPAT	OR	ON	2009/05/06 11:27
L6	334	((determin\$3 estimat\$3) near4 (processing signal\$3) near3 (type sound video)) same (load or workload)	US-PGPUB; USPAT	OR	ON	2009/05/06 11:28
L7	25	I6 and (processor near3 (number amount))	US-PGPUB; USPAT	OR	ON	2009/05/06 11:28
L8	221	(CPU processor) near (load workload) near3 number near3 (processor\$3 CPU GPU)	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/05/06 11:28
L9	11	L8 and I3	US-PGPUB; USPAT	OR	ON	2009/05/06 11:28
L10	82	(CPU processor) near2 (estimat\$3 predict\$3 determin \$3) near3 number near3 (processor\$3 CPU GPU) same game	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/05/06 11:29
L14	50	(determin\$3 near3 (sound graphic video process\$3)) same (load near3 process\$3) same (number adj (processor \$3 CPU GPU))	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/05/06 11:29
L15	6	I3 and L14	US-PGPUB; USPAT	OR	ON	2009/05/06 11:29
S169	525	(signal near4 (demand request job) near4 (typ\$3 kind)) same process\$3	US-PGPUB; USPAT; EPO	OR	ON	2008/11/21 21:50
S170	3	S169 and S164	US-PGPUB; USPAT; EPO; JPO	OR	ON	2008/11/21 21:50
S171	1	processor near3 (estimat\$3 predict\$3) near3 load with game	US-PGPUB; USPAT; EPO	OR	ON	2009/05/01 13:28

S172	1	(processor near3 (estimat\$3 predict\$3) near3 load) with game	US-PGPUB; USPAT; EPO	OR	ON	2009/05/01 13:28
S173	231	(processor near3 (estimat\$3 predict\$3) near3 load)	US-PGPUB; USPAT; EPO	OR	ON	2009/05/01 13:29
S174	1	(processor near3 (estimat\$3 predict\$3) near3 load) with (type near3 process\$3)	US-PGPUB; USPAT; EPO	OR	ON	2009/05/01 13:29
S175	8	(processor near3 (estimat\$3 predict\$3) near3 load) with (number amount) near2 processor\$3	US-PGPUB; USPAT; EPO	OR	ON	2009/05/01 13:30
S176	20	(processor CPU) near3 (control\$3 manag\$3) near2 (IO or I/O or (input\$3 output)) same game near2 program	US-PGPUB; USPAT; EPO	OR	ON	2009/05/01 13:40
S177	82	(CPU processor) near2 (estimat\$3 predict\$3 determin\$3) near3 number near3 (processor\$3 CPU GPU) same game	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/05/01 15:05
S178	82	(CPU processor) near2 (estimat\$3 predict\$3 determin\$3) near3 number near3 (processor\$3 CPU GPU) same game	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/05/01 15:05
S179	1	(CPU processor) near (load workload) near3 number near3 (processor\$3 CPU GPU) same game	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/05/01 15:09
S180	221	(CPU processor) near (load workload) near3 number near3 (processor\$3 CPU GPU)	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/05/01 15:09
S181	24	S180 and "718".clas.	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/05/01 15:09
S184	50	(determin\$3 near3 (sound graphic video process\$3)) same (load near3 process\$3) same (number adj (processor\$3 CPU GPU))	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/05/01 15:16

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